PlayStation™

NTSC U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00535
#21162

RIVEN™

THE SEQUEL TO MYST®

CYAN PRODUCTIONS

SUNSOFT®

Acclaim®

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING UP

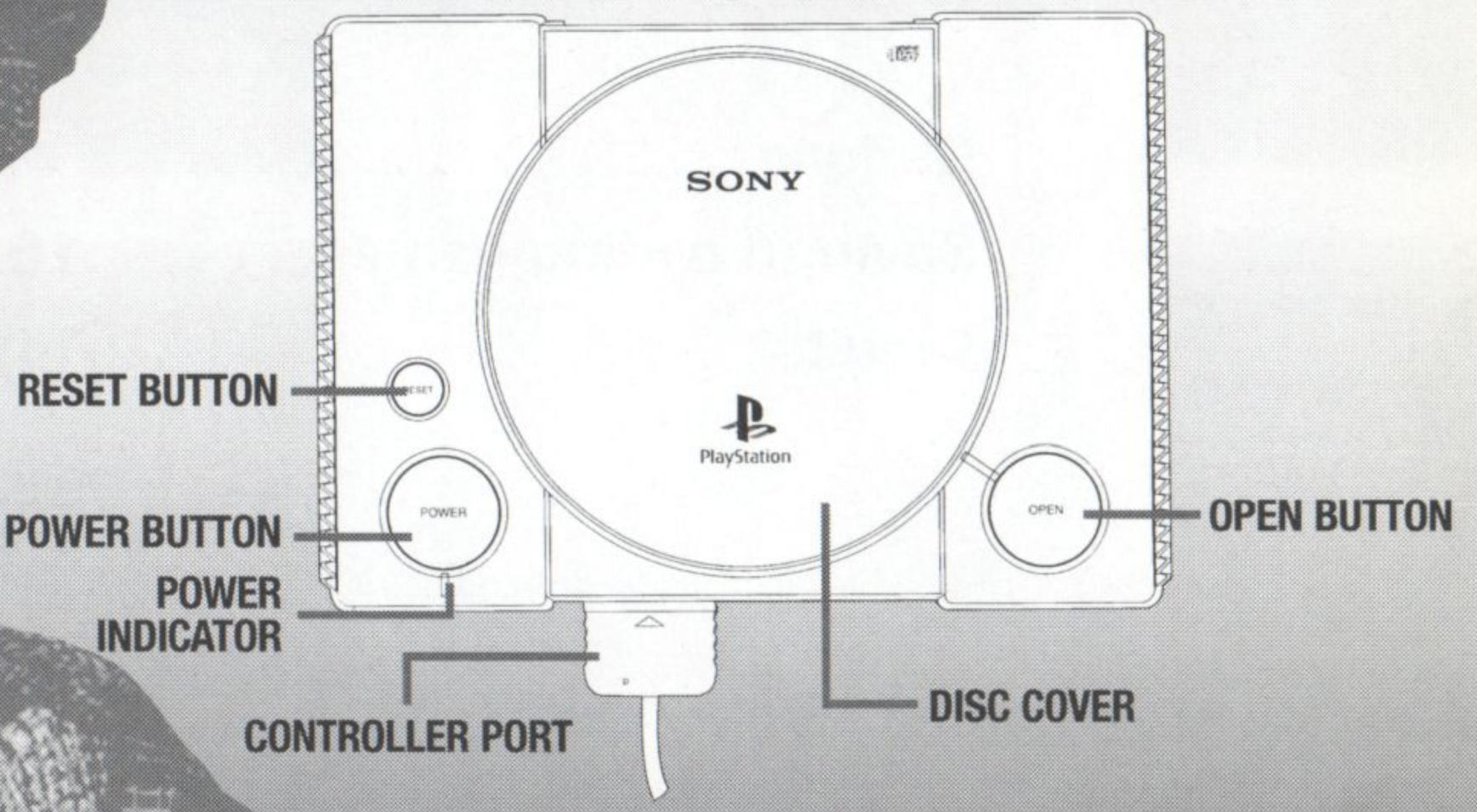
NOTE: A Memory Card is required to play this title.

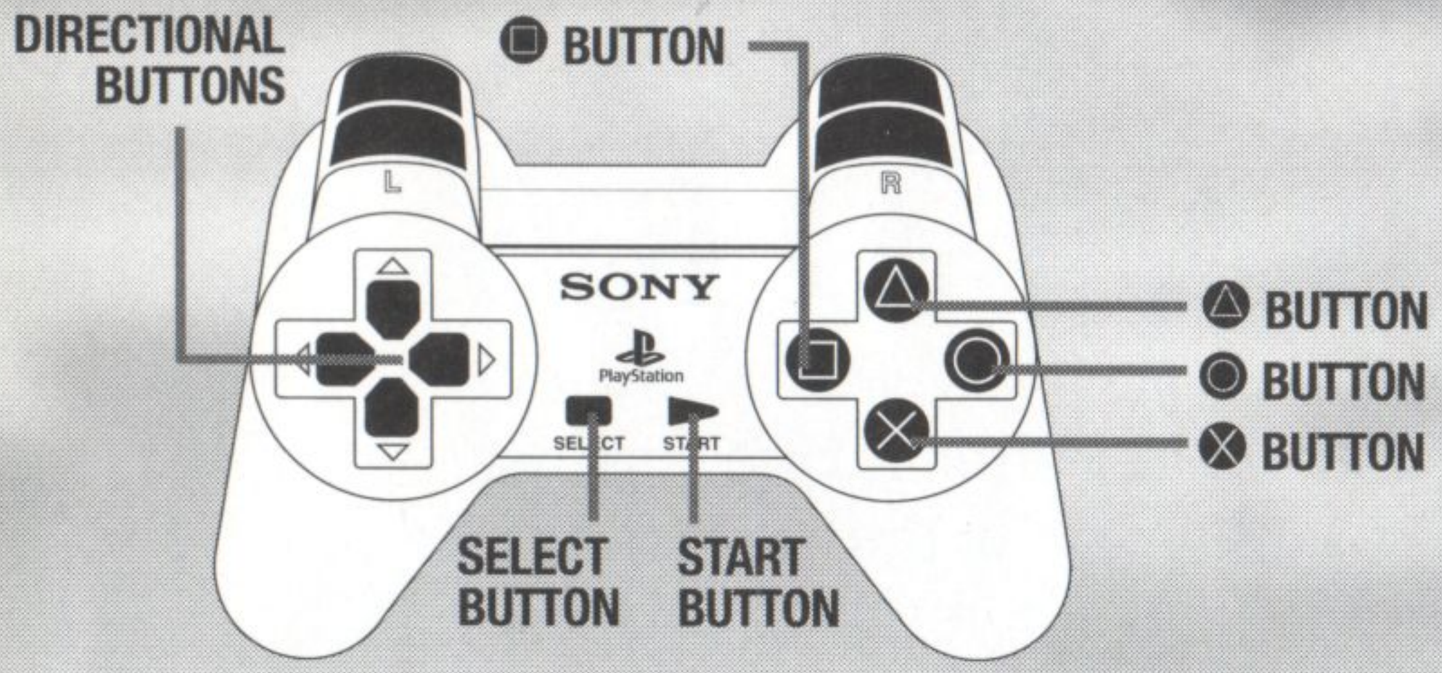
1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the RIVEN 1 disc and close the disc cover*. If you wish to save your game, insert a Memory Card (sold separately) into Memory Card Slot 1.
3. Insert game controllers and turn on the PlayStation™ game console.

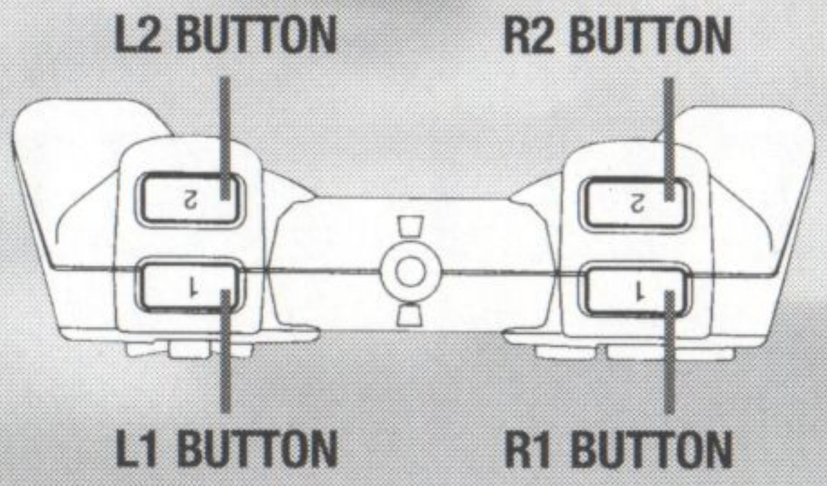
NOTE: RIVEN supports the Sony Mouse (sold separately). If you wish to use the Mouse, plug it into Controller Port 1 now.

Follow on-screen instructions to start a game.

NOTE: Riven is for one player.







*** RIVEN contains an entire immersive world—a world too big to fit on one disc! Each island in Riven is on a separate disc; there are a total of five discs. To go to each island, you must remove the current disc and insert the disc for the island/ area you wish to go to. Likewise, to return to a site on a different island, you must remove your current disc and insert the disc for that island/ area. The user will be prompted on which disc to use when changing discs.**

INTRODUCTION

Perhaps you remember your last conversation with Atrus— as he sat in the ancient room, constantly writing into the volume that lay before him. He spoke to you, even pleaded with you, regarding his sons, but still, his mind seemed occupied by something else, burdened. He was struggling with a tremendous weight, and he spoke of an even greater foe…

MESSAGE FROM THE CREATORS

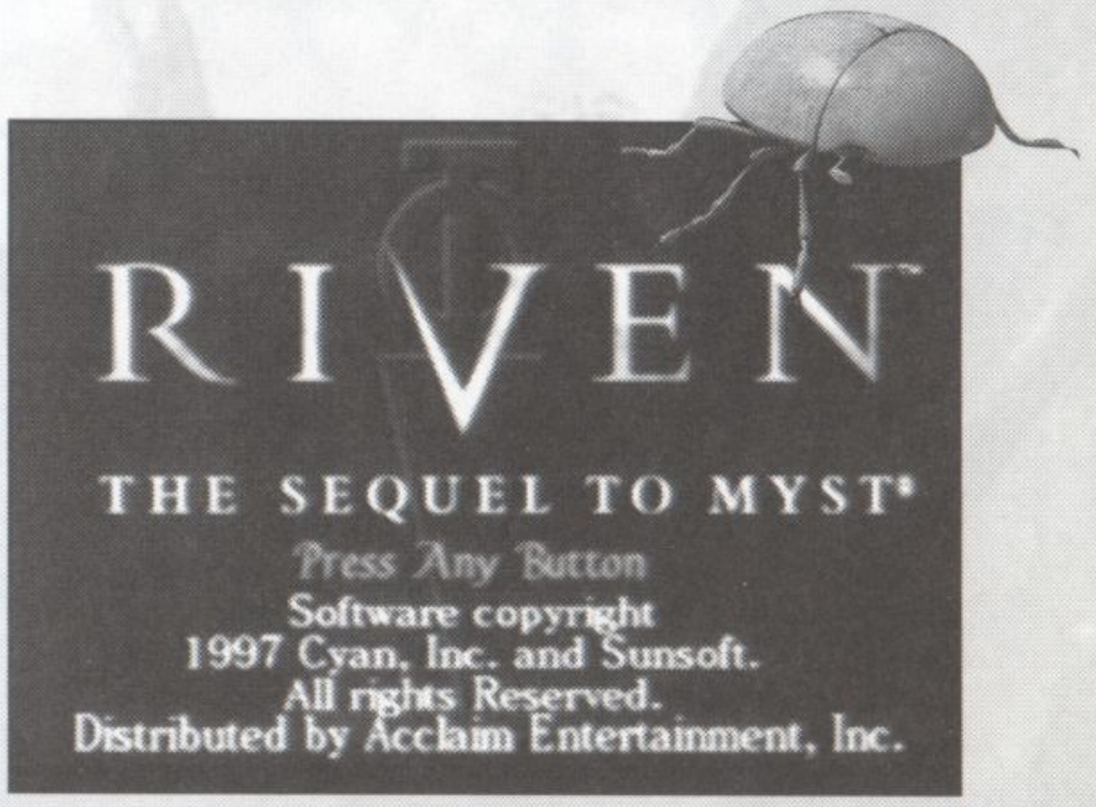
Well, here we are again. For some of you this will be a new journey, for others it is just a continuation after a brief hiatus. Either way, what you are about to experience is the culmination of our blood, sweat and tears over the last four years (OK, maybe not blood).

Riven was designed to be an immersive experience. So, shut the door, turn down the lights, turn up the sound, sit in a comfortable chair, and let yourself be drawn into the world of **Riven**.

And for goodness sake, use a pair of headphones!

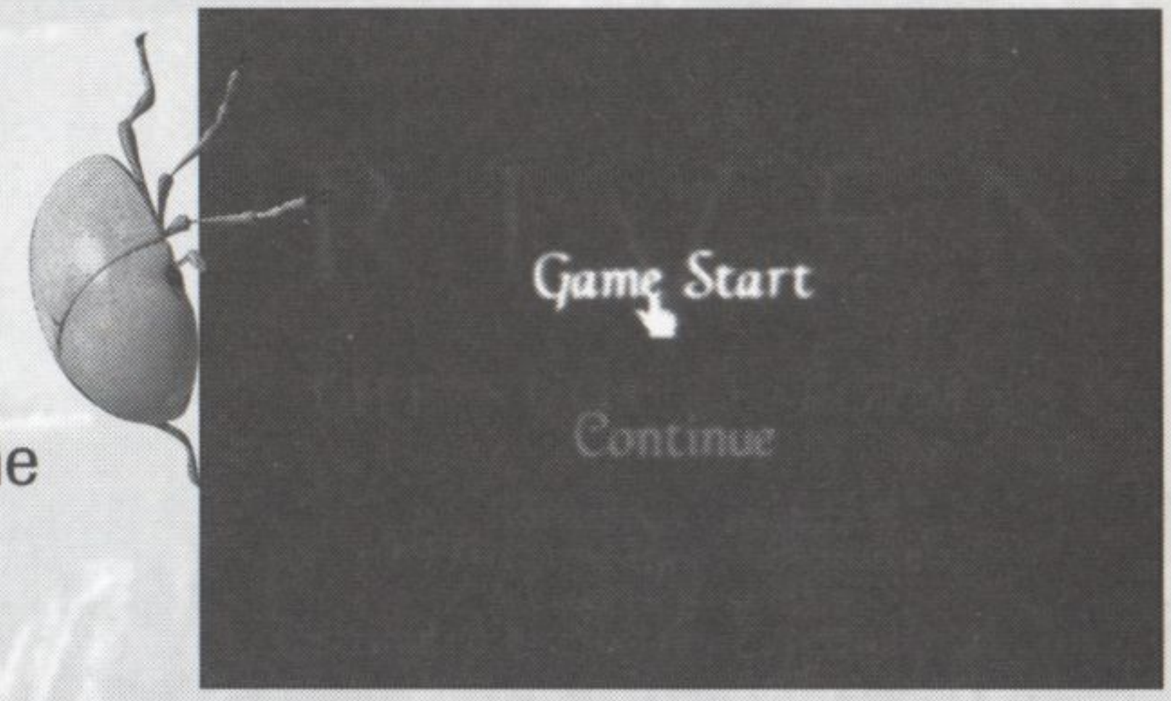
Sincerely,

The Riven Development Team



PLAYING THE GAME

Start Screen

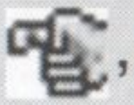


You will come to the main Start Screen. Move the cursor to **Game Start** and press ◉ or ▣ to begin a new game. Move the Cursor and press ◉ or ▣ to **Continue** to load a previously saved game from the Memory Card.

Basics

Moving through **Riven** is simple and intuitive. **Use the Directional Buttons to position the pointer where you would like to go, then "click" by pressing the ▣ BUTTON or ◉ BUTTON. (If you have a Mouse, LEFT CLICK.)** When you would like to move forward, click near the center of the screen. When you want to turn right or left, click on the right or left side of the view.

Details

You are able to turn either 90° or 180° from most locations by moving the hand pointer to the left or right side of the view and clicking. When the hand pointer changes to point either left or right, you will turn 90° in that direction. Likewise when the pointer changes to point left or right with a bent finger  , clicking will turn you 180° in that direction. It also may be possible to look or move up and down in certain areas. In these cases, when the pointer is near the top or bottom of the screen, the regular hand pointer with the thumb extended will change to a pointer that points up or down with the thumb retracted .

In some locations, when you are very close to an object, clicking to the side of the object will move you back one step. Some areas are not

accessible. Clicking on these areas will have no effect, indicating that they are not valid paths and contain no important information.

Note: Sound plays an important part in Riven. Listen carefully for valuable clues if you hope to complete the game!

ZIP MODE

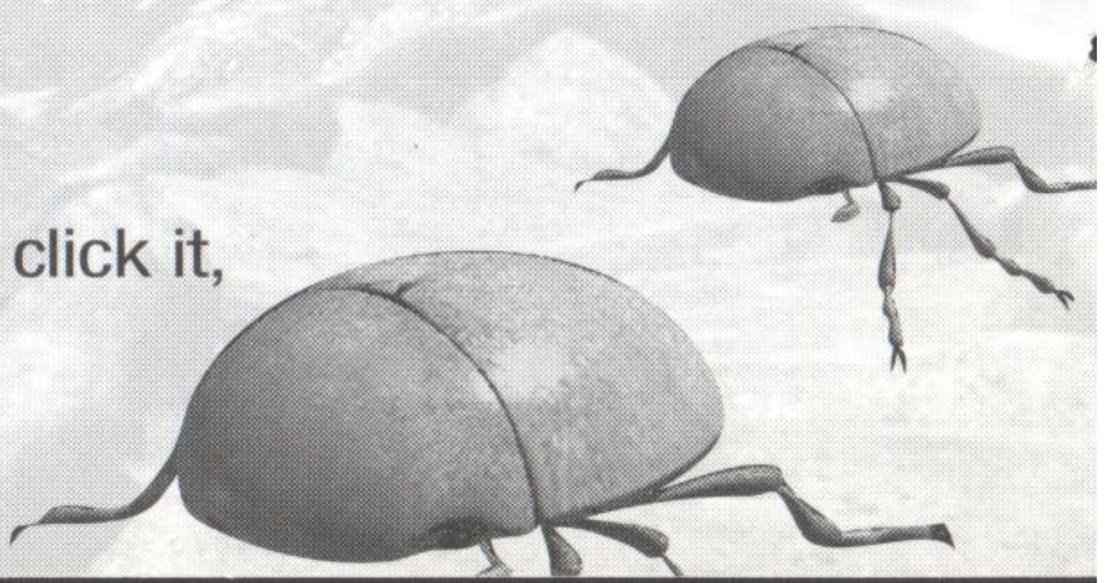
Riven has a Zip Mode which enables quick transportation to places you have already been. When Zip Mode is turned on at the **In Game Options** menu, the pointer changes into a lightning bolt when it is over certain objects or areas. Clicking will zip you to these areas immediately, bypassing all the areas in between. You can only zip to a location you have previously visited. Be careful: if you use Zip Mode too early or without care, you may miss some important details in the areas that you are bypassing.

Note: You can only use Zip Mode to zip to locations on the same disc.

MANIPULATING OBJECTS

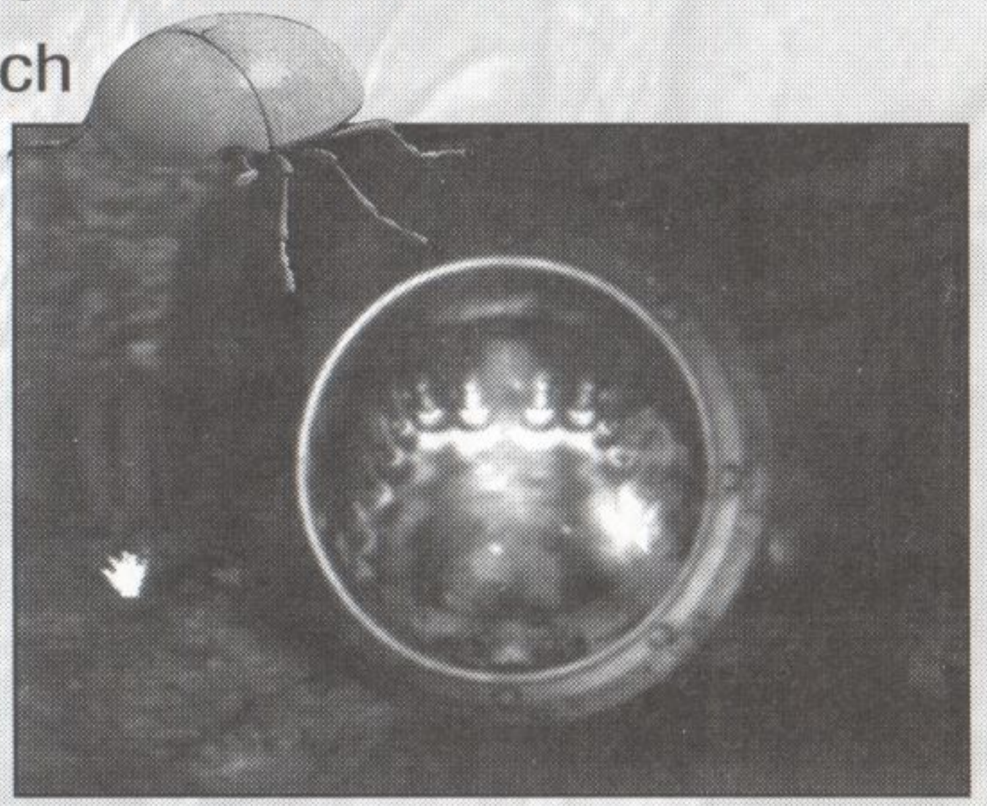
Basics

If you want to examine or use an object, just click it, or click and drag it.



Details

Clicking an object will either bring that object closer to you or bring you closer to the object. If the object is functional, clicking it may activate it, or manipulate it (such as turning on a switch or flipping the pages of a book). If the object is not important, clicking it may have no effect.

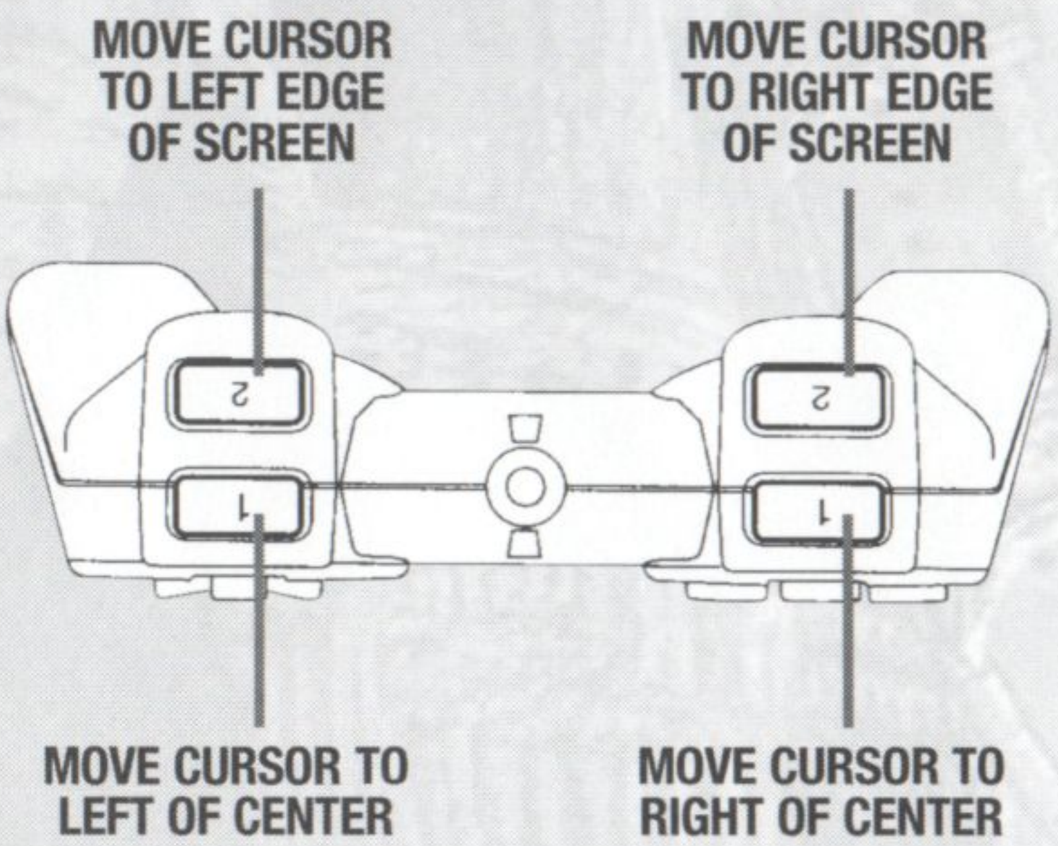


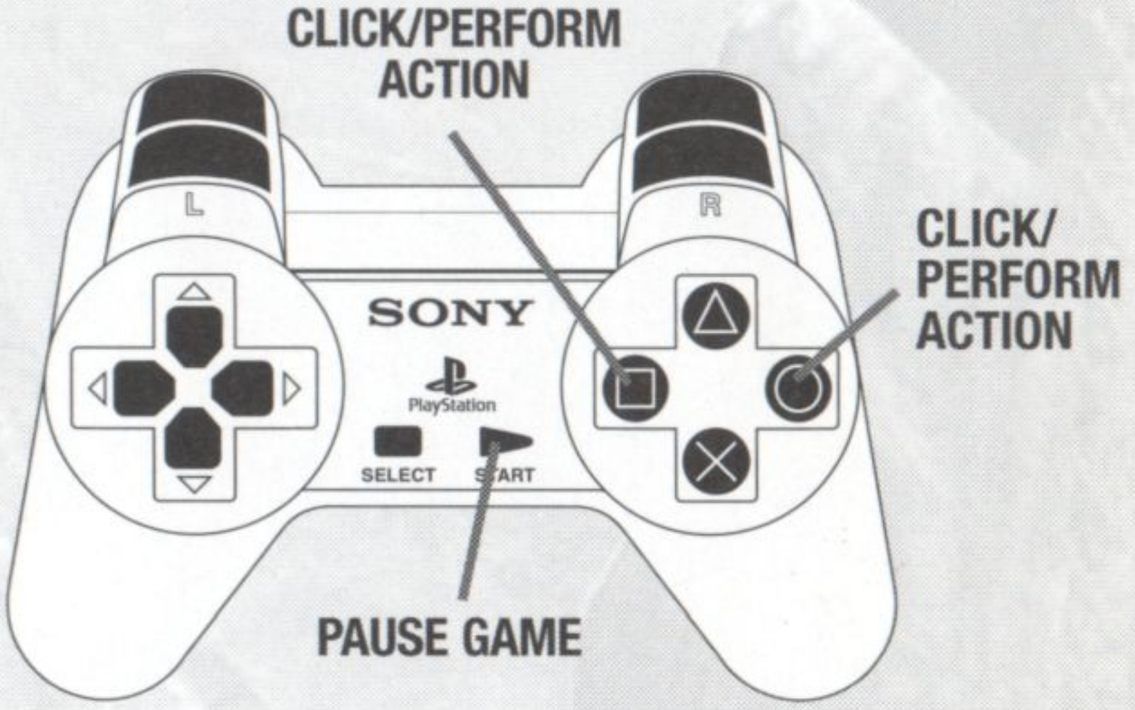
It is also possible to move some objects, such as switches and levers, by dragging them. If an object can be dragged, the regular pointer will turn into an open hand. When you click the object, the pointer will change into a grabbing hand and you will be able to move the object. There are a few objects which can be picked up and carried with you. When one of these objects is selected, it will automatically come into your possession. To access an item you have picked up, go to the Book and Journals option (see Options on page 9 for details).

If You Hit a Wall

An old D'ni proverb reads, "Lose your questions and you will find your answers." **Riven** is a continuation of the story from the Myst CD-ROM and Myst novels. The secret to **Riven** is there are no secrets! Become lost in the beauty of its worlds and think as if you were actually there. Take time to explore and pay close attention to the details in the worlds; don't overlook anything. Keeping brief notes may help remind you of important clues and information you encounter along the way. Think about what you have seen in other parts of **Riven** and logically piece together everything you know.

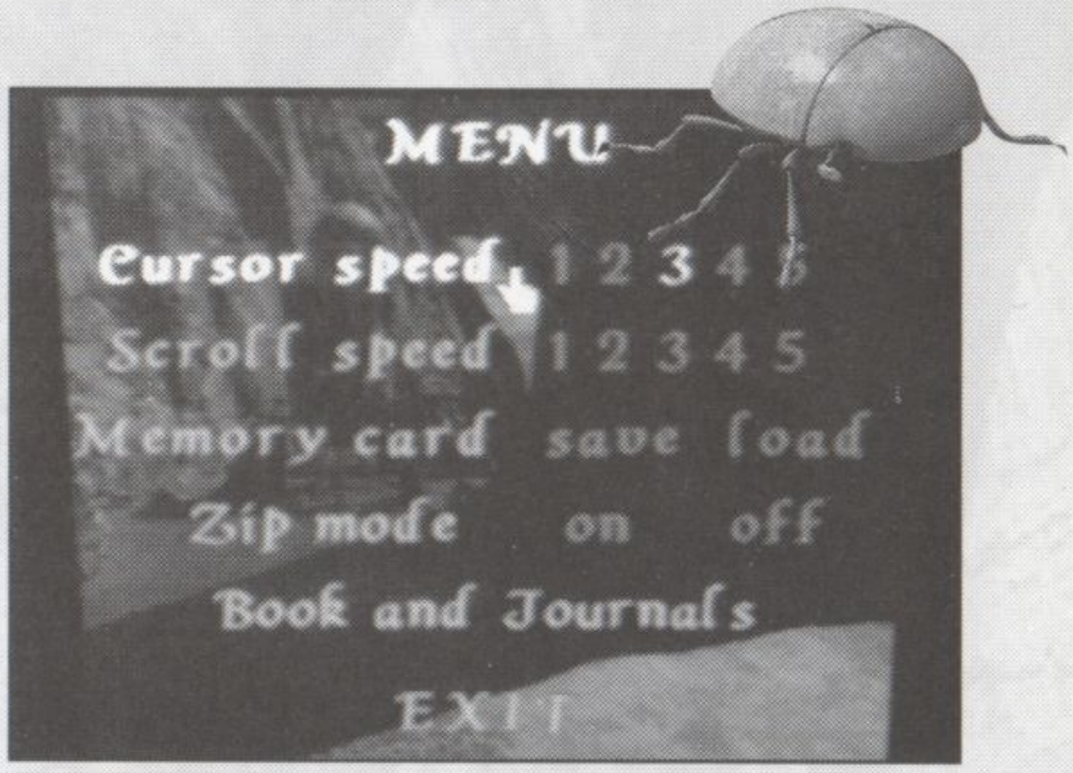
REFERENCE CONTROLS





- **△ + Directional Button**
  Moves cursor to edge of screen Directional Button is aimed at.
- Press **L1** + **R1** simultaneously to center the cursor.

OPTIONS



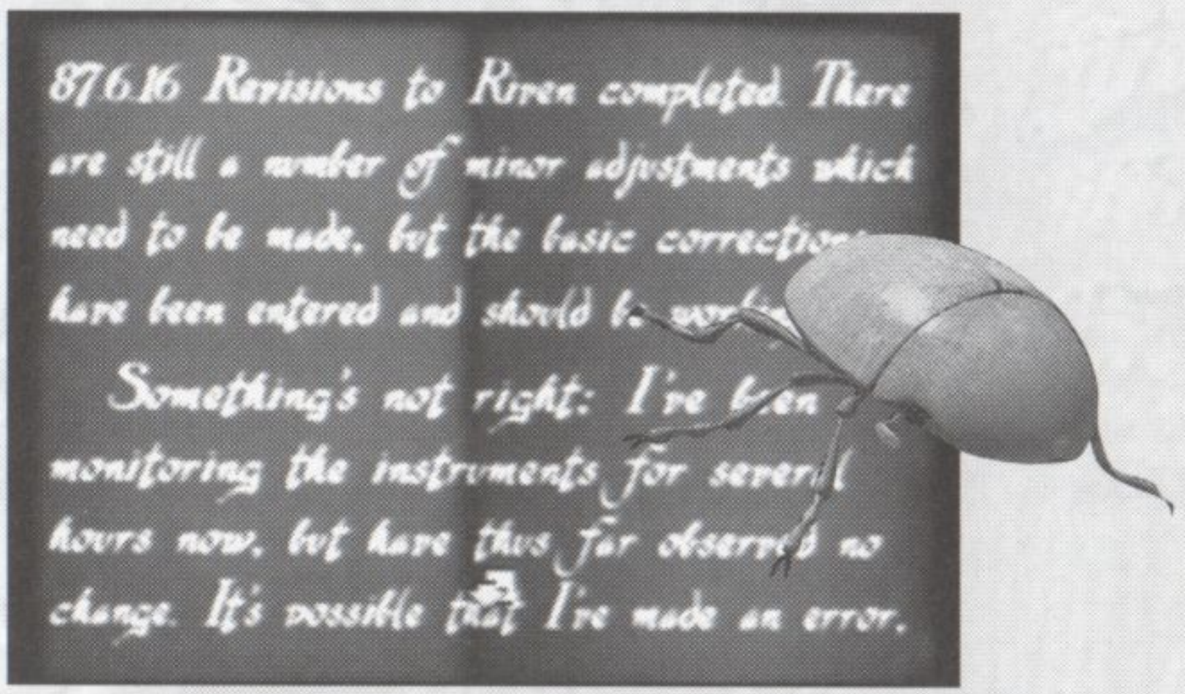
During a game, press the START BUTTON to pause the game and bring up the OPTIONS MENU (**RIGHT CLICK if using a Mouse**). Use the Directional Button to move the cursor to an option, then press the ▢ or ● BUTTON (LEFT CLICK on Sony Mouse) to select it. Option settings typically range from 1 (low) to 5 (high).

Cursor Speed: Adjust how freely your cursor moves on the screen.

Scroll Speed: Adjust the speed of transitions at the side of the screen.

Memory Card: Choose to Save your place in a game or load a previously saved game. You can save your progress at any time during a game. You will also be given the option to save when changing discs. Please see SAVING/LOADING GAMES below for details.

Zip Mode: Toggle Zip Mode ON or Off (see Zip Mode on page 6 for details on this feature).


876.16 Revisions to Ruren completed. There
are still a number of minor adjustments which
need to be made, but the basic correction
have been entered and should be working
Something's not right: I've been
monitoring the instruments for several
hours now, but have thus far observed no
change. It's possible that I've made an error.

Book and Journals: Use this option to view the Books and Journals you have collected. Click on the desired item to open it for viewing. To close it, move the cursor to either side of the screen to bring up an Exit prompt.

Exit: Exit the options menu and return to your game in progress.

SAVING/LOADING GAMES

You can save up to 5 different games. Each file of 5 Saved Games requires 1 Memory Block.

- **To Save a game:** Select SAVE in the Options Menu or when prompted at a disc change. Use the cursor to select the empty slot you wish to save to. Press the ▢ or ◉ BUTTON. Your current location will be saved, including any items you have collected. If no slots are empty, you may wish to overwrite a current game slot to make room for a new one. To do so, move the cursor to the slot you wish to save to. You will be asked if you wish to overwrite the current slot with new data. Select YES and confirm your choice to do so. If you wish to cancel your save, select NO.

NOTE: After saving a game, "Saving Completed" text will flash, at which point you should select "NO" when the save prompt repeats to exit.

- **To Load a game:** Select LOAD in the Options Menu or after selecting Continue at start up. Use the cursor to select the desired game slot, and press the ◉ or ▢ BUTTON to confirm. You will resume your game at the location you saved at. (You will be prompted to insert the proper disc for the location if the current disc does not match). Please do not remove Memory Card during a save or a load.

NOTE: You may wish to save your game progress after some of the longer interactions with Gehn and Catherine in order to skip them in the future.

About the memory system in Riven:

There is no Internal Memory Manager in Riven. If you wish to delete games other than Riven from the Memory Card, you must quit the game and reboot to the PlayStation Memory Manager (see your PlayStation instructions for details on the Memory Manager). The save counter in Riven stops at 99, though you can save more than 99 games.

CREDITS

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SPECIAL THANKS TO: Everyone who played Myst - Riven exists because of you! Everyone at

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NHL BREAKAWAY™ 98

KIDS TO ADULTS
CONTENT RATED BY ESRB

NHLPA™

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PlayStation™

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